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CLMPTO

04/21/03

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1. (Twice amended) A method for communicating command information between a server and a client across a network in an interactive communication system, comprising the steps of:

generating a command message including a command, a command descriptor, and one of a server route for directly associating a node with the command descriptor and a command node for indirectly associating a node with the command descriptor; and

transmitting the command message across a network upon occurrence of a triggering event.

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2. The method in accordance with claim 1, wherein the interactive communication system is based on MPEG-4.

3. The method in accordance with claim 2, wherein generating the command message is consistent with the local interactivity model defined in MPEG-4.

4. The method in accordance with claim 1, wherein the triggering event is a mouse click.

5. The method in accordance with claim 1, wherein the triggering event is a timer signal.

6. The method in accordance with claim 1, wherein command information is transmitted from the server to the client.

7. The method in accordance with claim 1, wherein command information is transmitted from the client to the server.

8. (Twice amended) An interactive communication system comprising means for communicating command information across a network between a server and a client, wherein the means for communicating command information comprises:

means for generating a command message including a command, a command descriptor, and one of a server route for directly associating a node with the command descriptor and a command node for indirectly associating a node with the command descriptor; and

means for transmitting the command message across a network upon occurrence of a triggering event.

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9. The system in accordance with claim 8, based on MPEG-4.

10. The system in accordance with claim 9, wherein generating the command message is consistent with the local interactivity model defined in MPEG-4.

11. The system in accordance with claim 8, wherein the triggering event is a mouse click.

12. The system in accordance with claim 8, wherein the triggering event is a timer signal.

13. The system in accordance with claim 8, wherein command information is transmitted from the server to the client.

14. The system in accordance with claim 8, wherein command information is transmitted from the client to the server.